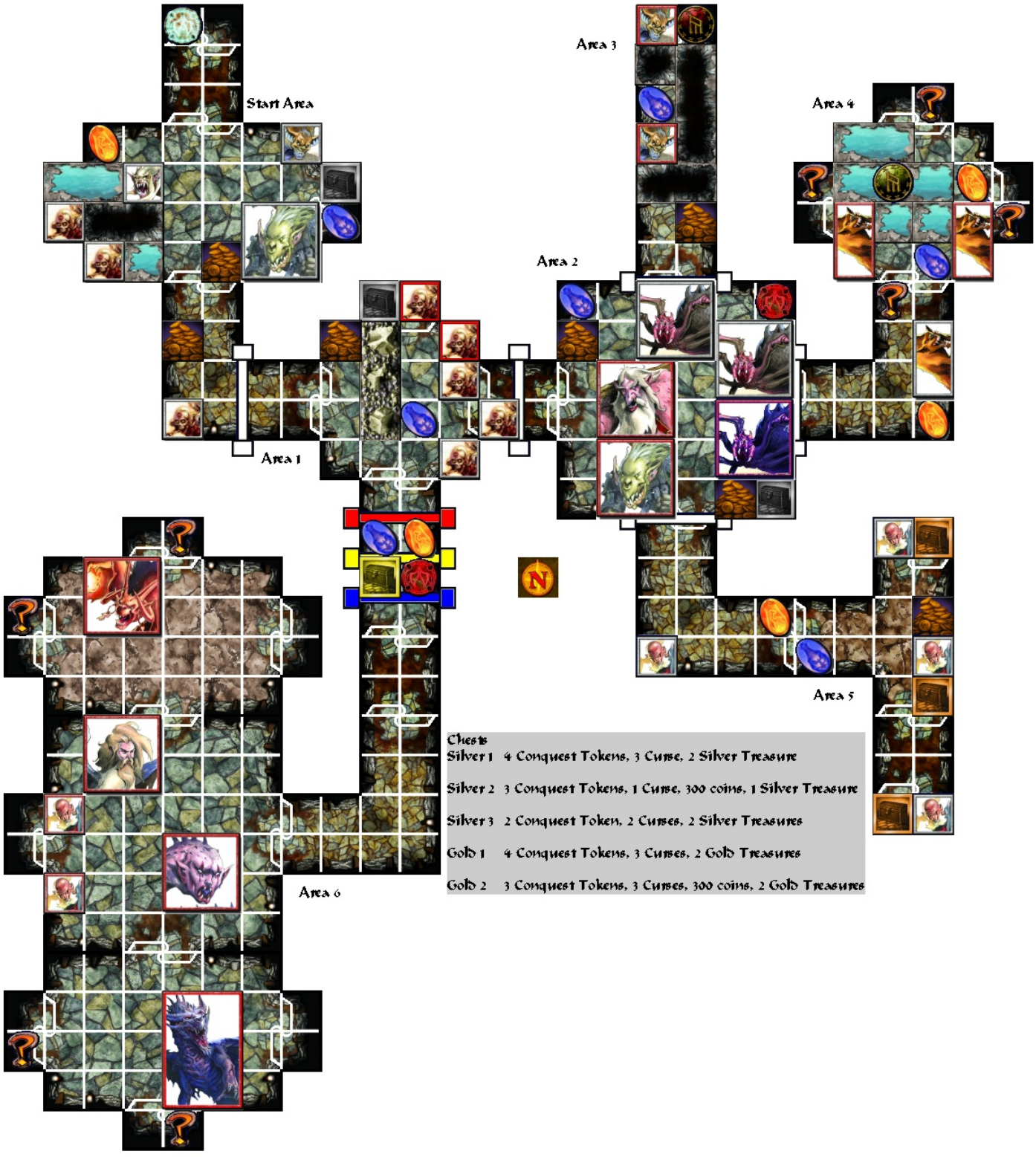

Chests	
Silver 1	4 Conquest Tokens, 3 Curse, 2 Silver Treasure
Silver 2	3 Conquest Tokens, 1 Curse, 300 coins, 1 Silver Treasure
Silver 3	2 Conquest Token, 2 Curses, 2 Silver Treasures
Gold 1	4 Conquest Tokens, 3 Curses, 2 Gold Treasures
Gold 2	3 Conquest Tokens, 3 Curses, 300 coins, 2 Gold Treasures

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Delving for Treasure

By Taylen Reyn

Scenario Background

At the coming of age in your small quaint villiage, it is customary for all to undergo a training in a specific combat for the purposes of the defense of the villiage, since a military is unable to be formed. Having been trained in your combat ways, you decide your fate does not lie in being simple farm hands, carpenters, butchers, blacksmiths, and other poverty stricken jobs. You feel that fame and fortune lay in your future, and so with a backpack over your shoulders, and your friends who graduated at the acadamies alongside you, you head out with high hopes. After a month or so of travel, the thick stone gates of the city, Crestmire, stands like a becon for all travelers before you. Getting your bearings in the city, you and your band decide to rest your weary travel hardened bones at a cheap inn.

Enjoying a stale, yet hot meal, which was uncommon in the wilds, you and your companions continue to talk about the fame and fortune that is held in your destinies. In the middle of your conversations, a curious aged woman begins to laugh lightly. "I apologize, I do not mean to be rude. However, if it is fame and fotune you speak of, I may be able to help you." Her words, hoarse and shakey, catch your attention. As your band leans in for more information, the woman reaches into her side bag and produces a dark old scroll. "This is a map of a dungeon which is said to hold boundless riches. Wishing to have traveled there myself and claim these riches, I find that my age and lack of combat skills has hindered this wish, for this dungeon is also said to contain vile beasts." Placing the map in your care, she continues. "However, if you would like to delve into this dungeon, you may take this map. Treasure can be found in all parts of this place, but the greatest of all the treasures can be found behind the locked doors, so seek this place out beyond all other places your search. All I ask in return is that you save some of these riches for me when you return."

Taking the map and excitement coursing through your veins, your party finishes your meals quickly, and head out to seek this dungeon, and the riches that lie ahead.

Mission Goals

After travelling a day, your party finds the enterance of the dungeon. The musty smell of old things growing in the dirt clodded cavern wafts through the corridors. As your eyes adjust to the low light the wall sconces emit, you find that your party is not alone in the dark. Monsters drool and snarl at you as they stare with couriosity. As the creatures begin to make their way towards you, your hearts are not despaired, however, since treasures can already be seen. Your goal is to clear the dungeon, gather as much treasure as possible, and find a way into the final area and search out the greatest of the treasures. If you can activate some ancient glyphs of transport spread throughout this dungeon, your journey will become easier. You start with 5 conquest tokens. If you ever run out of conquest tokens, the denizens of the dungeon will have triumphed over you, and the treasure will remain for some other adventurer to find. Good luck.

Area 1

Your stomachs churn as you see thousands of different body parts sticking out of a makeshift wall before you. The smell of rotting meat permeates in this area. Behind the wall, you can hear the sound of clattering of teeth.

Area 2

Important: Do not place the Bane Spiders while first revealing the area.

Entering this room, you see to large figures looming before you. Their booming voices prattle on in arguement. "I thought the masters would enjoy it if we got rid of the spider problem here." "You dolt, do you really think that masters care about a few pests..." Their arguement probably would have continues, however, noticing your presence here, the both look your way and grin at each other. "Forget the spiders, I think we have other pests to take care of first." Acknowledging that you are fresh meat in this area, you begin to ready yourselves for combat. However, you are not the only one who views you as fresh meat, for now the spiders which the two were arguing about descend from their webs on the ceiling in hopes in a good fresh meal.

You may now place the Bane Spiders.

Area 3

The floor is broken apart in this corridor and green ichor runs down the walls through cracks. Past the small chasms, you see a small crimson glowing object. However, your attention is soon diverted by the sounds of hiddeous winged beasts licking the slime from the walls. Soon after, they peer at you through their beady eyes, and snarl.

Area 4

As you enter the room you nearly choke and gag at the horrible smell. Getting your bearings, you realize the smell is coming from the pool of liquid that has leaked into this room. You also realize, however, that a small emerald glow eminates from the bottom of the pool. Also, along the corners of the room are four statue heads of beastmen with their tongues sticking out. Hounds, drinking from the pool, quickly growl at your pressence.

If a hero lands on the Encounter:

Noticing that the tongue hangs lose in the statue's mouth, you give it a pull. After hearing a loud clattering of chains being drawn from inside the water, a Beastman leaps from the pool. Taken back by the sudden turn of events, the Beastman gets the drop on you.

Remove the Encounter and place a Master Beastman in a spot adjacent to the water and activate it imediately. After activating the Beastman, the players may now continue their turns. No other Encounters may be activated until the Master Beastman has been killed.

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Once the final Encounter has been removed, after placing the fourth Beastman, remove the water obsticals from the board.

After hearing the final clanking of the chains from the water, you see that the chains connected to a draining system from inside the water. The Green Runekey is now yours for the taking. But lookout for that last Beastman.

You man now activate the last Master Beastman.

Area 5

Entering the room you are greeted by the sinister sight of Sorcerers. After readying yourself for battle, you then realize that the Sorcerers are not but statues. However, this does not ease you from the thought that they are still gazing at you with evil intent. Along with that, however, your hearts are lifted as you see this room has three treasure chests.

Important: If there are any Sorcerers spawned by the Overlord card, they must be removed from the board immediately and placed in their corrisponding possitions in this room.
The Sorcerers in this room are only props at this time. They are not activated when you take your turn. The Chests in this room are the puzzle which the heroes must complete to obtain the Blue Runekey. To complete this puzzle, the heroes must open the chests one by one, and in numerical order. When a hero opens a chest, do not show them all what the number is, instead view it yourself and proceed to the triggers explained below.

If a hero opens a chest in the wrong numerical order do not show the players the number of the chest, instead place the chest marker, and any other revealed chest markers back down and proceed to the flavor text and instruction below:

After opening the chest, you find no treasure, but instead a jet black mist spews from the chest and stretches along the floor towards the statues. Once the mist hits the statues, you hear the harsh sound of stone grinding against stone. You soon realize that the sound is coming from the statues as they begin to move and come to life.

The Sorcerers are now able to be activated during the Overlords turn. When a Sorcerer is killed by a hero, do not remove the figure from the board, instead leave the figure where it is. In the case of a hero opening another chest out of order, the Sorcerers are then brought back to life where they currently stand.

If a hero opens a chest in the correct numerical order, flip the chest marker over and proceed to the flavor text below:

Opening this chest, you find, instead of treasure, a twinkling sapphire blue mist breathe gently out of the chest and dissapear lightly into the room.

If a hero opens the last chest in numerical order:

As the last chest is opened, and breathes the same sapphire blue mist as the other two did, all three chest dissapear with a blinding flash of dusk blue light. After your eyes come back into focus, you see both the chests and the sorcerers have dissapeared, and suspended in air in front of you is the Blue Runekey.

Remove the chests and the Sorcerers from the board and place the Blue Runekey in an adjacent space of the hero who opened the last chest.

Area 6

Important: Do not place any of the enemy figures or the Encounters on the board until at least one hero has past the corner.

At last you have reached the final area of this dungeon. You can hear your heart thump loudly in your chest as your ambitions for the wonderous treasure that awaits you in the room eats at your mind.

Once a hero passes the corner:

Your hearts sink in your chest as you find no treasure, but a hoard of hiddeous things. In the corners are four dais'.The creatures turn to face you as you enter the room. A conversation soon comes up between the inhabitants in this area.
Kass-tass the Naga hisses, "I ssssee that our female companion hasssss sucsssssseeded to find usssss adventurerssssss."
Vada and Reskal the Sorcerers speak in unison, "That she has, tempted them with treasures she did. She will be rewarded with the eternal youth we promised her. At last our ritual can be completed."
Dendar the Manticor's booming voice fills the room, "Yes, at last our imortality can be granted to us by the Dark God. Our rule over this world will be absolute!"
"Patience yourself," Hexidarious the Demon speaks, "first the unwilling adventurers must be forced in their proper ritual places. Then we can rejoice in our victory."
"Hexidarious is correct, Dendar." Finally Gremok the Dragon speaks, "They must be dealt with first."
"Then what are we waiting for!" Dendar continues, "Let us bring them here!"
"Yesssss!" Kass-tass spoke, "They must be brought here!"
Hearing this, your anger rises, not only at the old woman in the inn, but also at yourself for your greed in riches. At this point, however, your main concern is to stop this ritual at hand. As the creatures stare you down, you ready yourself for the fight of your life.

All the monsters in this have the same stats as their Master Monster type, except they all have 8 extra wounds and 3 extra armor.
Important: If a hero dies during this fight, they do not respawn in town. Instead, they respawn on one of the Encounters on the board.
When a hero dies:

After defeating you, through magical means, the monsters teleport you to one of the stone dais' in this room. You are suddenly revitalized and feel wonderful. However, you also realize that you can bearly move. Your eyes dart to your companions for help to be freed, but if they cannot reach you, then you must muster enough strength to break the curious hold yourself.

After the hero dies, the Overlord player may place the hero an his or her choice of one of the encounters. During a hero who has been held on the dais' turn has come, he or she rolls a power die. If the result is a blank, then the hero breaks free from the dais' hold. If not, the hero

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remains on the dais until his or her next turn comes.

If the hero breaks free from the dais:

> Hexidarious peers at you with amazment. "I see the old woman has not sent us weak adventurers. This will be a challenge. BUT ALL THE MORE FUN!"

The hero may now his or her turn, but can only do so as if he or she was dazed the turn before. Thus the hero can only move, attack, or place an order. He or she may only make one action.

If another hero ends his or her turn next to a dias which is holding a fellow hero:

> With all your might, you grab your fellow companion and pull them from their imprisonment.

The hero pulled from the dias in this way may now take his or her turn with no restrictions.

If all four of the heroes are placed on the dias'.

> Hexidarious laughs in triumph. "Now our Ritual can be completed! IMMORTALITY WILL BE OURS!" With this, the creatures in the room begin to chant, starting quietly, but as the chanting continues, their voices become louder. Soon after the chanting begins, you feel yourself being hoisted up by some unknown force, and a churning feeling inside you strikes. Suddenly a ripping pain shoots down your entire body, and not long after, you feel a force being pulled away from you. The pain recedes as quickly as it came on, but you realize now what was ripped away. In your last moments of life, you see your soul and the souls of your companions wisp around the room. After falling back down upon the stone dias, the chanting ends, and your blurring vision barely can make out the shapes in the room. "At long last, with our immortal souls, we will plague this world, and bring hell to the earth!" is the last thing you hear Hexidarious speak as the last whisper of life leaves you.

The Overlord player wins, no matter how many Conquest Tokens are left.

When the last Monster is defeated.

> Hexidarious falls to his knees, and in a strenuous voice speaks, "Immortality was just in our grasp, but our defeat is absolute. Heroes, I know not where you obtained the powers you have, but I do respect them." Looking up, the demon smirks slightly. "For your sake, hope we do not meet again. However, hope all you wish, I will see to it that it happens." With that, the demon falls the rest of the way to the floor and breathes it's last breath.
> With the threat of the masters of this dungeon gone, you escape back to the city. After taking a much needed rest, you begin your search for the old woman who led you to your deaths. With no luck, you decide to spend a few more days at the inn, and then leave the city. After discussing the events that have unfolded, you and your group begin to change your views. Treasure is not your main priority. Neither is fame. What your wish is now, is to rid the world of the evils that plague it. With that, you and your fellow companions head to your slumber.
> Deep in your sleeps, however, a voice speaks to you. A familiar hoarse and shakey voice. "You have survived the task I sent before you I see. And your motives have changed for the better as well. I may still have use for you. We shall meet again. Yes. We shall meet again. And soon."

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